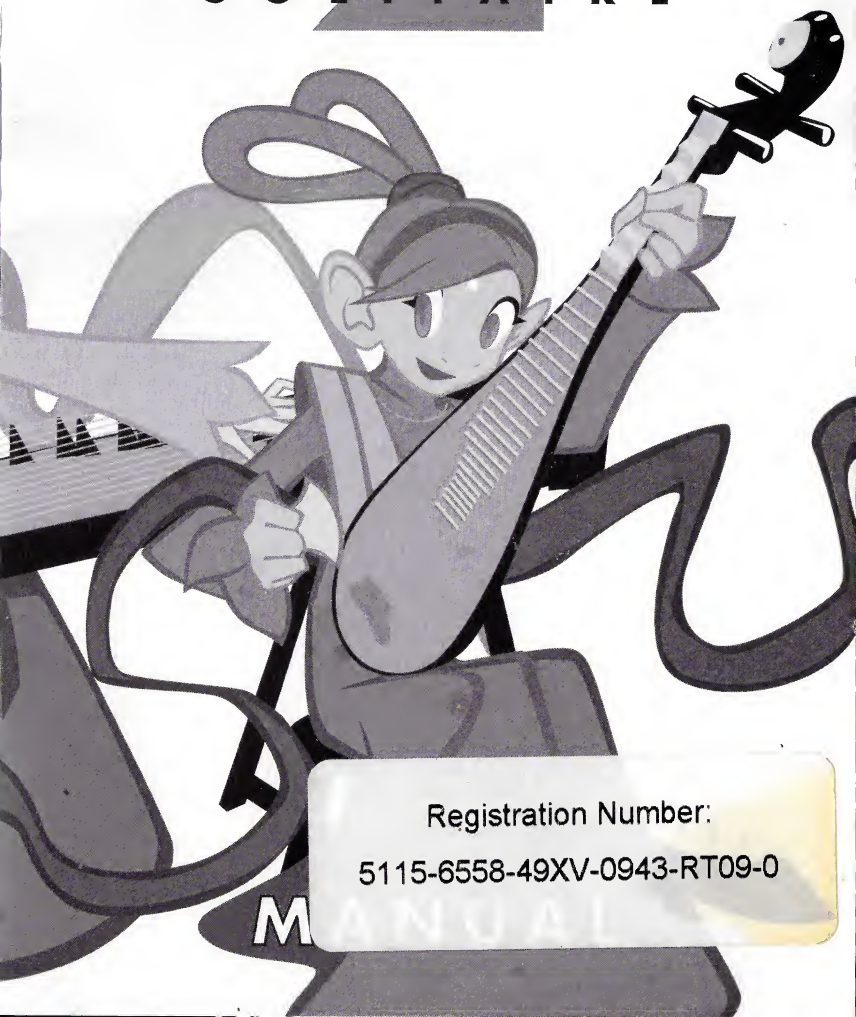


BURNING MONKEY MAHJONG

SOLITAIRE



Registration Number:

5115-6558-49XV-0943-RT09-0

MANUAL



Thanks for buying

BURNING MONKEY MAHJONG SOLITAIRE 2!

MINIMUM SYSTEM REQUIREMENTS

Mac OS X 10.2 or later.

256 MB of RAM

40 MB of disk space.

8 MB of VRAM (Rage 128)

450MHz G3 processor or better

INSTALLATION HAIKU

INSERT CD-ROM

DRAW APPLICATION TO DISK

DOUBLE CLICK TO PLAY

INSTALLATION INSTRUCTIONS

FOR THE HAIKU CHALLENGED

1) Insert the CD-ROM into your Mac. A window will open in the Finder showing the contents of the CD.

2) Drag the Burning Monkey Mahjong Solitaire 2 application to wherever you'd like on the hard disk. Remember where you drag it, as you'll need to locate it in a moment.

3) Go to wherever you copied the application and double click it to launch. Easy as chi!

(At this point we recommend you eject your CD and store it for safe keeping. It is not necessary to have the CD-ROM inserted to play.)

BASICS OF MAHJONG SOLITAIRE

Mahjong Solitaire is played using a set of tiles.

Traditionally, these tiles are from the Chinese game of Mahjong, which is similar to gin rummy.

Your goal in a game of Mahjong Solitaire is to remove all of the tiles from the board. The tiles will be arranged in a layout of your choice (selectable under the Layout menu), or can be generated randomly. Most layouts are in the shape of a familiar object or in a geometric design.

To remove tiles, you must match them into pairs. To form a matching pair, the tiles must have matching faces, or designs. They must also be free, which can be determined with two simple rules.

1) Both of the tiles must have no other tiles covering up any part of its face.

2) Both tiles must have one open horizontal edge. This means that for each tile, either there must be no other tile immediately to its left, or there must be no other tile immediately to its right, or both.

(This rule does not apply to Tile Pickup, Simple Match, and Two Turn modes of play)

A tile that does not meet both of these rules is considered blocked and may not be played.

To choose a pair, click on one tile in the pair, and then the second – the order does not matter. If the two tiles match and are free, they will disappear from the game board. The

game will continue until you are either left with no available pairs or you completely clear the board.

If you are left with no available pairs, the game will give you three options.

UNDO MOVE undo your last move. This can be useful if you had multiple possible matches for a tile but choose a match that left you with zero moves available.

RESHUFFLE TILES shuffles the tiles. This may give you additional pairs to work with.

NEW GAME give up entirely and start a new game.

If you completely clear the board, congratulations! You've won! Assuming you've made a high score, you will be asked to enter your name. Your high score will be entered into the high score list based on your difficulty, time, moves, number of undos, number of hits, and number of shuffles.



Huomin

Red Fire Tamarin

Leontopithecus ignis

(pure fantasy!)

THE STATUS BAR

At the top of the screen, just below the menu bar, you'll find a variety of status information and useful buttons.

SPRINGROLL A fast snack!

REPLAY Rewinds your game all the way back to the beginning.

UNDO takes back your last move

PAUSE pauses or unpauses the game. When the game is paused, the game clock stops, and the tiles turn face-down to keep you honest.

TIME the game clock. The time will flash when the game is paused.

MOVES the number of moves you've made in the current game. Clicking on a tile to select it counts as a move.

TILE shows you the number of tiles left on the board. If this reaches zero, you win!

PAIRS tells you the number of pairs of tiles available to play on the board in its current state. If this reaches zero, you are stuck.

SUGGEST suggest a pair of tiles to remove.

MANEKI Your little friend!

FREE? highlights all free tiles on the board. Useful if you aren't seeing any matches.

SHUFFLE shuffles the tiles, keeping the same layout.

THE MENUS

BURNING MONKEY MAHJONG

ABOUT MAHJONG tells you a little information about the people who put this game together.

PREFERENCES Takes you to the preferences window. See the Preference section for details.

RESET STATISTICS resets your game statistics to a pristine state so you can begin again.

QUIT MAHJONG make a horrible mistake and decide to start living your life again.

GAME

NEW deal out a new game

PAUSE GAME pauses the game. Stops the clock, and turns the tiles face-down so you can't cheat.

RESUME GAME unpauses the game. Restarts the clock, and turns the tiles face-up.

RESHUFFLE TILES shuffle the tiles, keeping the same lay out.

RESTART Starts the same game over so you can attempt it again.

REPLAY GAME deal out the same game.

UNDO MOVE takes back your previous move.

SUGGEST MOVE the game will highlight two matching free tiles. Selecting suggest move multiple times will cycle through all possible moves

SHOW FREE TILES the game will highlight all free tiles.

SHOW MATCHING TILES If you highlight a tile and select this from the menu, it will highlight all other tiles that match the one you highlighted.

SHOW ALL MOVES Highlights all possible moves.

BOSS COMING! brings up the boss screen. Freeverse Software is not responsible if your boss is not fooled and fires you for playing games on the job. Freeverse Software is responsible if your boss gives you a promotion for playing Burning Monkey Mahjong at work.

SWITCH TO 2D MODE switches from state-of-the-art 3D mode to classic 2D mode.

SWITCH TO 3D MODE switches from classic 2D mode to state-of-the-art 3D mode.

RESET 3D ANGLE in 3D mode, you can alter the view of the tiles by holding down the control key and dragging around with the mouse. This can leave the game in a difficult to play angle. This option resets the angle to its original state.

MODE

TILE PICKUP The easiest Mahjong game ever, simply see how fast you can click on all the tiles to win.

SIMPLE MATCH Simply match the tiles, as long as the tiles you are trying to match are not covered by another tile.

CLASSIC The basic style of Mahjong.

FLOWERS AND SEASONS MATCH Flowers and Seasons mode
This is the traditional game where the tiles are dealt from a standard box of mahjong tiles with a traditional set of suits. As only one of each flower tile suit, and one of each season tile suit is available, any season tile will match with any other season tile, and likewise for flowers. It's easy to spot which flower or season tile matches as the number in the upper left corner is the same colour.

The full box is only available in Very Hard Difficulty, in other difficulty modes only a partial box is used. As there are 144 tiles in a box, more boxes of tiles will be used as needed in the larger layouts.

MEMORY Hides the tiles and you can click on one tile to reveal it, then attempt to remember where its match is.

TWO TURNS Now, two tiles only match if they have the same face and you can draw a line from any point on one tile to the other tile by making two turns or less. The game operates in 3D, so if you can draw a line from any tile to any point directly above another tile they will also match.

DIFFICULTY

Under this menu, you will find five difficulty settings, from *General Tso's chicken* (Very Easy) to *General Tso's Wife* (Very Hard). These control the repeat rate of the tiles. On Very Easy, you will find a fewer number of unique tiles, thus leading to more matches. On Very Hard, you will find significantly less repetition of tiles.

LAYOUT

The layout menu shows the last 25 played layouts.

To access all layouts you must use the layout browser.

RANDOM LAYOUT EVERY NEW GAME select this option to have a random layout every time you start a new game.

BROWSE LAYOUTS This opens a window allowing you to browse all the available tile layouts.

GENERATE RANDOM LAYOUT Produces a random layout and begins a new game. Just like snowflakes, each layout is unique and you won't see the same one twice.

SETTINGS

SOUND EFFECT VOLUME adjusts the volume for sound effects.

MUSIC VOLUME adjusts the volume for in game music.

MONKEY ANTICS if you prefer your mahjong solitaire to be distraction free, we highly advise you leave this unchecked – but you'll miss out on a lot of fun.

SOLID BACKGROUND Replaces the picture background with a solid color. Which you can change by dragging and dropping a color from the color picker from the Window menu.

CHANGE TILESET change the set of tiles being used – try them all!

CHANGE BACKGROUND change the picture behind the tiles. Try all sixteen, or add your own images!

CHOOSE BACKGROUND... browse the available backgrounds for the one you want.

WHY BURNING? ask the immortal question of why exactly this is Burning Monkey Mahjong Solitaire.

MUSIC

MUSIC VOLUME toggle whether or not the background music is playing.

TURN VOLUME UP TO HEAR MUSIC makes music audible.

NEXT TRACK advances to the next song in the playlist.

PREVIOUS TRACK goes back to the previous song in the playlist.

With *iTunes integration* (see **PREFERENCES**) turned on, the next and previous track buttons will control iTunes from within Mahjong.

PLAYLIST EDITOR open up a window allowing you to add your own musical tracks into the playlist. You can also reset the playlist to default factory settings.

WINDOW

CLOSE WINDOW close any windows you might have opened in Mahjong.

Resize window cause Mahjong floating window to jump to a specific dimension.

This does not work with Fullscreen mode on. (see **PREFERENCES**)

SHOW HIGH SCORES brings up the high score window, showing you the top 25 games for each layout.

SHOW STATISTICS shows you a window with various game-related statistics. Useful for knowing how much time you've spent matching tiles.

Color Picker a floating window you can use to choose solid backgrounds by dragging and dropping. (see **SETTINGS**)

HELP

HOW DO I PLAY shows you a much shorter version of this manual.

RESET HELP SYSTEM returns the in-game help to its original condition.

FREEVERSE.COM takes you to the Freeverse homepage.

BURNINGMONKEY.COM a visit to the Burning Monkey homepage.

PREFERENCES

GENERAL

HOW MANY JOKES Lets you decide how many jokes you want the monkeys to tell.

SHARE INTERNET STATS compare your Mahjong skills with other users online!

Low CPU select this if you have an older machine that is having problems with Mahjong.

FULL SCREEN ON STARTUP Runs Mahjong in full screen when you start the application up.

MONKEY ANTICS turns the monkey's wacky antics on and off.

AUTO SAVE GAME saves your game so when you quit, it will resume the same game when you start back up.

ONSCREEN CLOCK displays a clock showing the time elapsed in your game.

STOP GAME WHEN HOPELESS Lets you know when there are no available moves left.

2D GRAPHICS

2D SHADOW changes the angle of the shadow when playing in 2D mode to one of 9 locations.

2D TILE SHADING shades the tiles using different techniques allowing you to see the "depth" of the tiles.

2D TEXTURE QUALITY adjusts the graphics, 8 bit is the lowest detail and 32 bit is the highest.

TEXTURE FILTERING changes tile rendering from nearest(sharpest) to linear(smoothest)

FADE TILES causes tiles to fade out after being played.

AUTO ZOOM magnifies small layouts to fill the screen

SET FOR... set the game for performance or quality.

3D Graphics

3D TILE SHADING shades the tiles using different techniques allowing you to see the depth of the tiles.

SPEED OF 3D MOVEMENT Adjusts the speed the layout rocks back and forth from fixed(no movement) to fast (much movement). The angle of the layout can be adjusted by holding down the ctrl key and dragging with the mouse button.

TILE REMOVAL EFFECT allows you to select different methods for the tiles to remove themselves from the board once they have been played.

TEXTURE QUALITY adjusts the graphics, 8 bit is the lowest detail and 32 bit is the highest.

TEXTURE FILTERING changes tile rendering from nearest(sharpest) to linear(smoothest)

TILE MODEL Switches between a basic box for the tile and an accurate 3D model.

PARTICLE EFFECTS toggles the effect when tiles vanish.

OPENGL LIGHTING turns on or off OpenGL lighting effects, this will slow down older machines.

AUTO ZOOM zooms the tiles closer to the screen when the game board becomes less crowded.

3D SHADOWS allows the tiles to display a real time 3D shadow.

SET FOR... set the game for performance or quality.

SOUND

SOUND EFFECTS VOLUME adjusts the volume for sound effects.

MUSIC VOLUME adjusts the volume for in game music.

PLAY INTRO SONG turn that song that plays when you start up on or off.

ITUNES INTEGRATION allow Mahjong to control iTunes from the music menu.

RANDOMIZE PLAYLIST plays the current playlist in a random order.

SET FOR... set the game for performance or quality.

Directories

Burning Monkey Mahjong 2 creates two special directories in your home "Library" directory.

~/Library/MJS Backgrounds

~/Library/MJS Layouts

MJS Backgrounds

Any picture placed in this directory will show up in your backgrounds in the Mahjong game.

MJS Layouts

Any tile layout created with the MJS Layout Editor will be saved in this folder and can be used in the Mahjong game.

CREDITS

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*Thanks to all our families
and our hairy simian cousins.*

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Monty as Sun Wukong

The Monkey King

Journey to the West

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Mac

Japanese Macaque

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